MazeBuilder dimensions: int +MazeBuilder() +MazeBuilder(int) +build(): Maze -roomSetup():Room[][] -doorSetup(Room[][]):void -randomLocks(Maze): void

Maze ~rooms:Room[][] ~dimesion:int +getDimension():int +setDimension(int):void +getRooms():Room[][] +setRooms(Room[][]):void +toString():String +moveNorth():void +moveSouth:void +moveEast():void +moveWest():void +playerInExit():boolean +getPosition():Point +getCurrentRoom():Room

+mazeTraversal():boolean

boolean):void

-mazeTraversalHelper(int, int,

Room -north:Door -south:Door -east:Door -west:Door ~exit:boolean +getNorth():Door +setNoth():void +getSouth():Door +setSouth():void +getEast():Door +setEast():void +getWest():Door +setWest():void +isExit():boolean +lockNorth():void +lockSouth():void

+lockEast():void

+lockWest():void

Door

- -locked:boolean
- -open:boolean
- +Door()
- +isLocked():boolean
- +isOpen():boolean
- +lock():void
- +unlock():void
- +open():void
- +close():void
- +canPass():boolean